

December 3, 1979

Dear Bob,

After talking to you Friday, I thought of a few more items:

BARRY demo cartridge — does BARRY distribute these only to dealers, or can we get some, too? It certainly beats loading a tape program, and I think the demo cartridge better displays the Arcade's capabilities and games. I'd certainly be willing to buy one, if they're available.

Disk drive capability — I hope that you'll make this your next priority, once the add-on module has been accomplished. I know it's asking a lot to have such capability, but it seems to be the next logical step after increasing the Arcade's memory.

Optical Reader — anybody exploring this capability?

Also, I've found a good book for learning assembler — "8080 and 8085 Software Design, Vol. I". While it doesn't teach Z80 assembler, it is very good in explaining 8080 assembler (which can be run on the Arcade). I've got some other books on Z80 assembler, but I haven't really ~~and~~ read them yet. I'm also interested in seeing the technical manual (with software documentation and object code listings). Please send me ~~of~~ a few pages, if you can.

(over)

I've enclosed a copy of the "GRASS2" documentation. This system is currently running on a PDP-11/60, with a Vector Graphics display terminal and all the peripherals listed on the first page. It will give you an idea of how some of the commands work, in a bit more detail than the information previously published. As an example of how it simplifies program writing, I ~~was~~ wrote a "pong" game with about 30 or 40 single statements (this included scoring capability and display!).

I'm hoping to increase my technical knowledge to the point where I'll be able to help build/design hardware to solve some of our problems.

Bye-bye for now!

Karen Nelson